

TIGERVISION™

7-006

INSTRUCTIONS

FOR YOUR ATARI® 2600 VIDEO COMPUTER SYSTEM™ AND SEARS VIDEO ARCADE

SPRINGER™



Pops

INTRODUCTION:

Springer is the rabbit. Your job is to help Springer jump from cloud to cloud collectint bonuses by kicking the dragons, eggs and other objects and trying to find the fastest path to the sun (top).

1. Connect your video game. Be sure to follow the manufacturer's instruction.
2. With the power in the off position, insert the Springer cartridge.
3. Plug in one joystick into the left position. This is a one player game.
4. Turn power "on". Turn the television "on"
5. The game will automatically display the 3 frames (screens). Game play always begins with screen "one". In order to be able to play screen two or three you must first "clear" the preceeding screen. Springer is designed after a real coin arcade game with progressive game play.
6. Start the game play by pressing the game reset switch. Game play always begins with screen one.
7. Joystick control action.

After the Springer start of game music, you can use the joystick and jump key to move the rabbit:

Left or right : walk left or right respectively

Up : kick

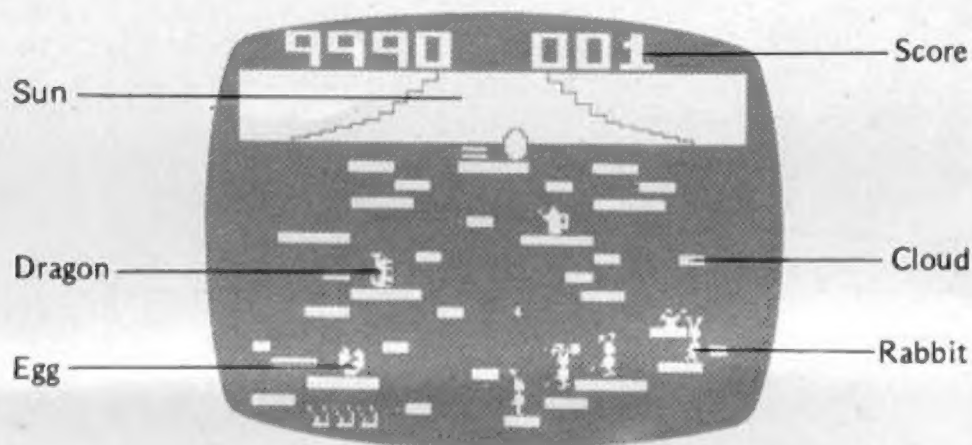
Down : jump down

Fire (red button) : jump upward

Fire and left : jump forward to left

Fire and right : jump forward to right

Fire and down : jump forward and downward, direction depends on direction rabbit facing



8. Game Play

For the first screen try to reach the sun while collecting all the bonus objects.

For the second screen and those that follow, in addition to collecting all the bonus objects, you must also collect all the eggs and dragons in order to progress to the next screen.

Be careful and try to avoid falling from the clouds.

Try to reach the sun before the bonus timer reaches zero and you are awarded all time/points left on the bonus clock.

9. Scoring

In addition to the time bonus awarded at the completion of a frame, Springer gets points for:

Dragon: 80 points

Large Egg: 60 points

Egg: 30 points

Each jump onto
the moving
cloud 5 points

Bonus scoring:

Frame 1:	Toothbrush	50 points
	Carrot	30 points
Frame 2:	Pot	90 points
	Glass	45 points
Frame 3:	Cup	80 points
	Toothbrush	15 points

10. Progressive Play

After completing the first screen Springer will be challenged with a second and a third unique screen. Generally the time for the eggs changing to dragons is shorter and the moving cloud is faster as you progress to each successive screen. If you complete the 3rd screen you will progress to the first screen with increased difficulty. This sequence continues.

Note:

Frame 1, Round 2	2 clouds disappear
Frame 2, Round 2	1 cloud comes and goes away
Frame 3, Round 2	Length of moving cloud is shorter

11. 3 chances for each game. One extra chance is awarded if you complete the third frame, but the maximum number of chances will not exceed 4.

12. End Game

When you lose all chances the game ends. The screen will remain for 30 seconds and then go to the demonstration mode. Restart game play by pressing the reset switch.

13. Hints:

The best strategy for the first 3 frames is to find the shortest route to the sun while taking all the bonus objects.

On the 3rd frame, pay attention to the cloud just below the sun; it will disappear and reappear on the other side.

After the 3rd frame you must try to kill all eggs before they change to large eggs or dragons.

TIGERVISION™

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